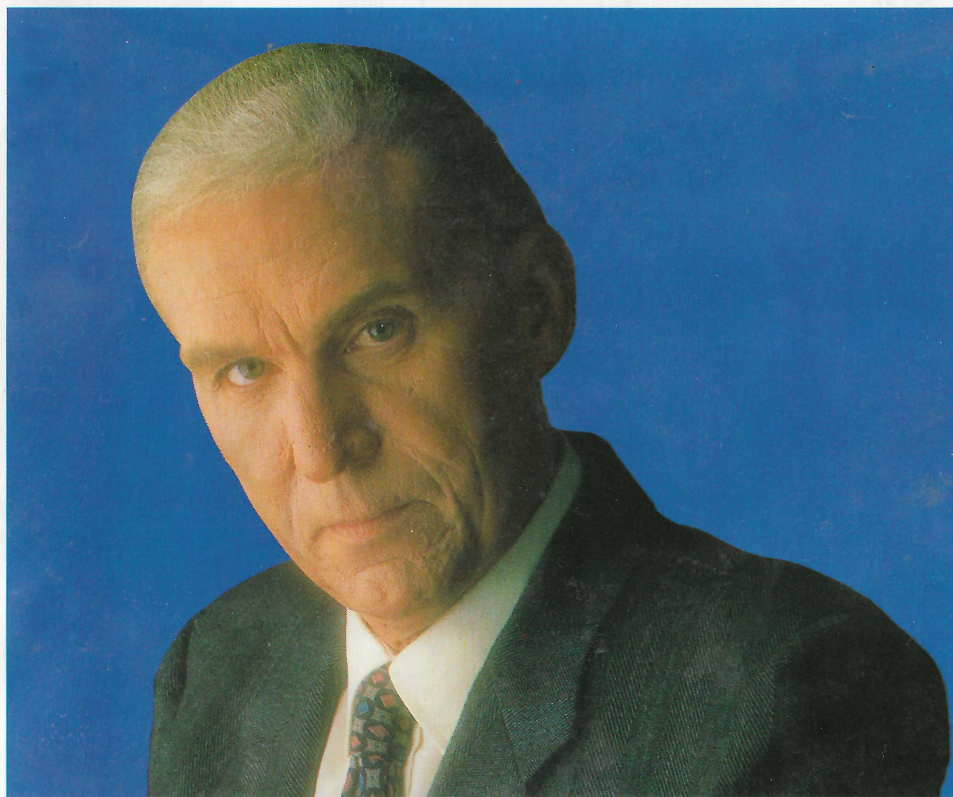


commodore **AMIGA DOS**

SELF INSTRUCTION AUDIO CASSETTES



Colour Coded Audio Cassettes & Instruction Manual

SOFTWARE MADE SIMPLE



AmigaDOS TAPE MANUAL

. . . Insert Lesson 1 into your cassette player
and press play.



AmigaDOS AND CLI MANUAL

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INTRODUCTION

Hello, and welcome to the exciting world of computing with the AMIGA.

The AMIGA range of computers represents the future in computing, with the ability to handle different tasks simultaneously and present these tasks using superior graphics capabilities.

You will find that whatever your level of experience, there are AMIGA programmes that meet your computing needs, from recreation to education to business.

You will also find that these programmes are substantially less expensive than similar programmes for other microcomputers.

At Commodore, we have found that it is not only important to produce and sell the best, but it is equally important to offer a standard of support and service to match the quality of our products.

This set of talking tapes is just one example of Commodores ongoing commitment to support and training for the AMIGA user.

The tapes are designed to get you started and help you to become familiar with the AMIGA's powerful operating system, referred to as AmigaDOS.

This manual is designed to be used in addition to, rather than instead of, the AMIGA manual that was supplied with your computer.

Each manual compliments the other.

The tapes are an ideal and most effective vehicle to get you started on learning about the power of your computer.

We suggest you listen to the tapes all the way through before using any applications software you may have purchased.

If you want to extend your knowledge further, Commodore offers training courses which have been designed to increase your expertise.

These are conducted in a friendly classroom environment by experienced computer training professionals.

Please contact your local Commodore dealer for more details on the availability and location of these courses.



IMPORTANT REMINDERS — PLEASE READ

1. If your disk drive has a cardboard head protector, remove it by pressing the diskette ejection button.

Failure to observe this procedure will cause serious damage to the drive unit.

Re-insert the cardboard head protector when moving your computer (units not supplied with head protector do not require its use by design).

2. Do not turn the Amiga off by pulling out the plug.

3. In order to prevent a software error, please wait at least 30 seconds after turning the power off before turning the computer on again. This will ensure that all of the data in the memory has been reset.

Failure to observe this procedure may cause a *Guru Meditation* error. This may be reset by pressing the CTRL key, COMMODORE key and AMIGA key simultaneously, or by pressing the left mouse button.

4. **Never** remove a disk when the disk drive light is on.

5. Copying a disk destroys any previous information stored on the disk that receives the copy. If, when you copy a disk, you insert the destination disk in place of the source disk, you will *not* get a message telling you that you've inserted the wrong disk. Be sure to insert the correct disk.

6. **Never** turn off your computer when a disk drive light is on as this will damage the information on the disk.
7. After you've copied your workbench disk, the original should be stored in a safe place and not used unless you damage your copy. If this happens, make a second copy of the original immediately.
8. When you choose DISCARD to remove a tool or project, you cannot get the tool or project back.
9. When you choose DISCARD to discard a drawer, you cannot get the drawer back.
10. Using double quotation marks (") on either side of a file name, directory name or disk name will ensure that any spaces used in the naming, will be ignored.

TAPE SIDE ONE/LESSON ONE

Introduction

The Tape Method

- The Tapes
- The Chime
- The Manual

The parts that make up your Amiga

- The CPU
- The Keyboard
- The Disk Drive
- The Monitor
- The Printer
- The Mouse

Getting Started

- Turning on your Monitor
- Turning on your Computer
- Kickstart

The Workbench

- Inserting the Disk
- The Menu Bar
- Icons
- The Pointer

The Mouse

- Placement
- Movement of the Mouse
- The Mouse Buttons

Calling up the Workbench Window

The Wait Pointer

Drawers

Preferences

- The Preferences Screen
- Positioning the Screen
- Saving the Changes



System Request

Write Protection

Up/Inhibit

Down/Enable

Making Copies of the Workbench

The Menu Method of Copying

Menus

Ghosting

Requesters

Drive DFØ

Renaming

DEL and AMIGA X

Re-booting

Commodore/Left Amiga Key

Right Amiga Key

Ctrl or Control Key

Control Amiga Amiga

The Drag Method of Copying

Double Clicking

Initialising/Formatting

Dragging

Renaming

Labelling your disks



TAPE SIDE TWO/LESSON TWO

Booting-up

Preferences

- Changing the Date
- Text and CLI
- The Printer Setting
- Margin Settings
- Graphic Select
- Reset ALL
- Last Saved
- Save
- Deselecting
- Use

Initialising Blank Disks

- The Empty Icon
- Data1 Disk

The Window Border

- The Close Gadget
- The Drag Bar
- Push and Pop Gadgets
- Scroll Up and Down Gadgets
- How Much is Visible?
- The Sizing Gadget
- Scroll Left and Right Gadgets
- The Gas Gauge

Utilities

- The Note Pad
 - Fonts
 - Styles
 - Naming Notes
 - Saving Notes
- The Calculator
 - Calculation with the Mouse
 - Calculations with the Keyboard

The Clock

- Analog
- Digital

TAPE SIDE THREE/LESSON THREE

Moving A File Around

The Trashcan

- Empty Trash

Duplication of the Empty Drawer

Dragging Drawers

Tidying up your Windows

- Clean Up

- Snapshot

Demos Drawer

- Dots

System Drawer

- Say

 - Type of Voice

 - Pitch

 - Speech

- Icon Editor

 - Changing the Appearance

 - Flood Fill

 - Positioning Your Label

 - Copying to Frames

 - Saving the Icon

- Graphic Dump

- CLI Icon

- The Expansion Drawer

Extras Disk

- Amiga BASIC

- PCUtil

TAPE SIDE FOUR/LESSON FOUR

AmigaDOS and CLI

NewCLI

CLI Windows

Diskcopy

Format (Initialise)

DIR

Root Directory

Sub-Directory

List

RWED

Read/Write Protected

Protect

Info

More About Directories

CD

Increasing the size of CLI Windows

Pushing the Window behind

Date and Set Date

Redirection

Type

Copying from One Disk to Another

Rename

Deleting Files

Creating a New Directory

MakeDIR

The Ram Disk

EndCLI

Multi-Tasking

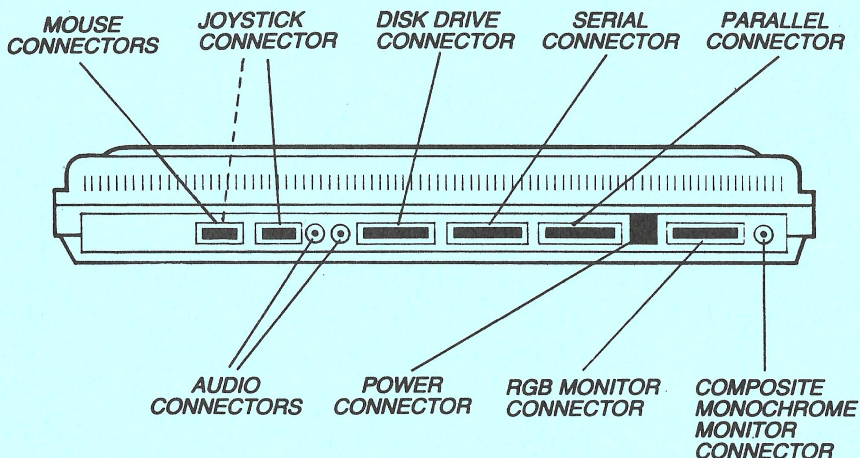
Conclusion



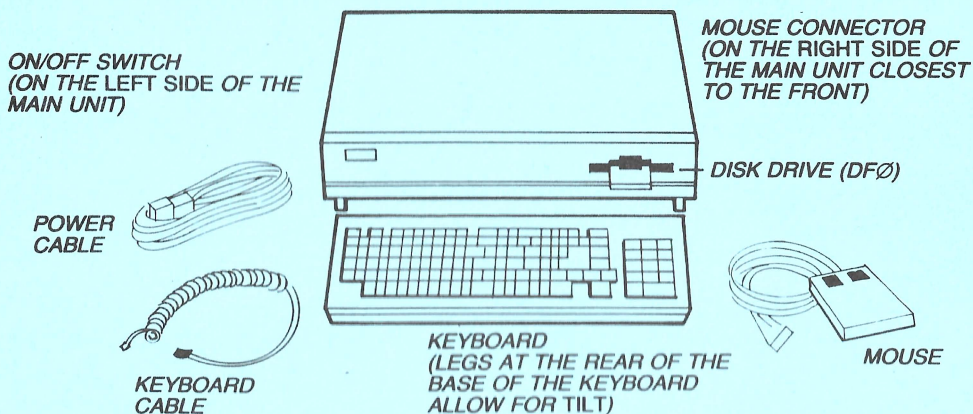
AIM 1 — SETTING UP YOUR AMIGA 500

Where to find the connections

On the back of the main unit, you'll find a number of *connectors*. These are places where you attach cables and other devices.

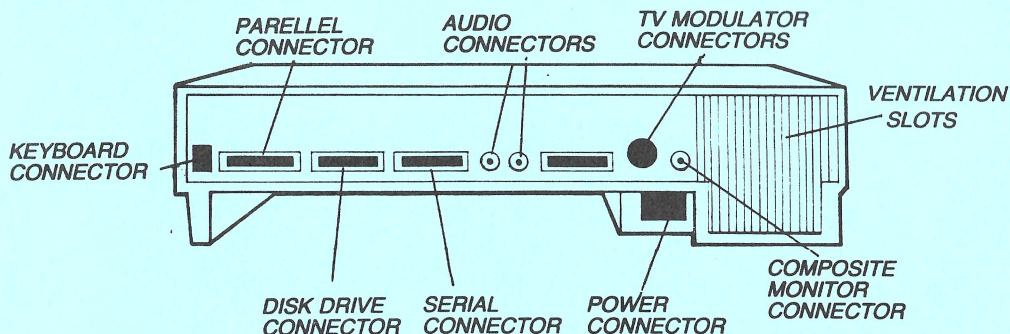


AIM 2 — SETTING UP YOUR AMIGA 1000



Where to find the connectors

On the back of the main unit, you'll find a number of *connectors*. These are places where you attach cables and other devices.

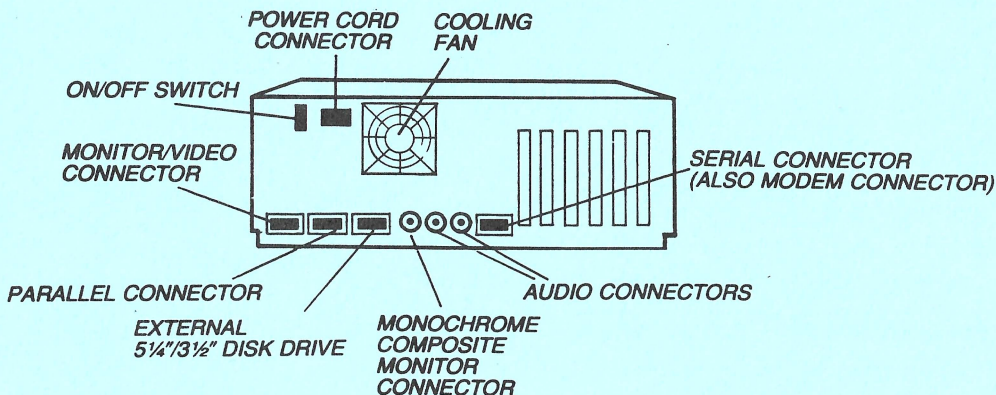




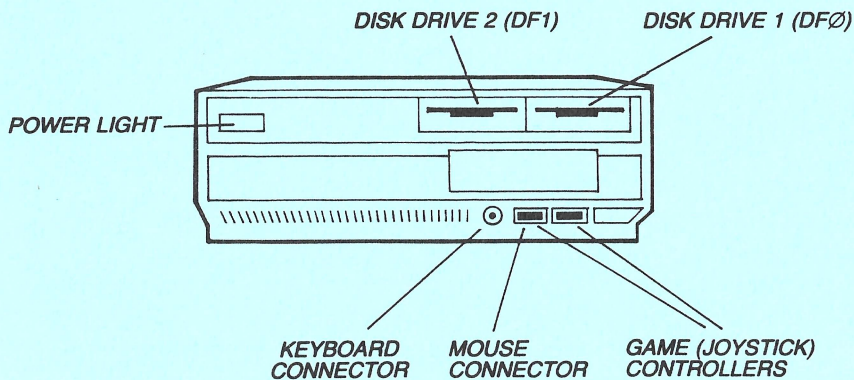
AIM 3 — SETTING UP YOUR AMIGA 2000

Location of connectors

On the back of the main unit, you'll find a number of *connectors*. These are places where you attach cables and other devices.



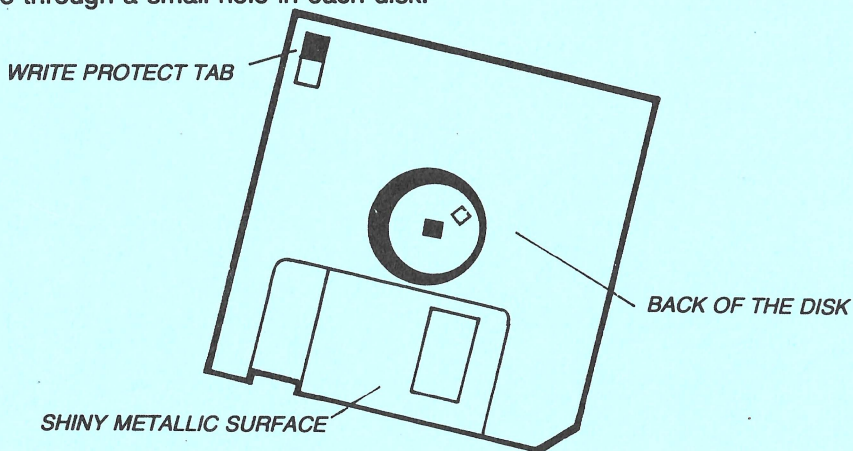
On the front of the main unit there are three connectors: two for a mouse or joystick, and one (the one farthest left) for the keyboard cable:



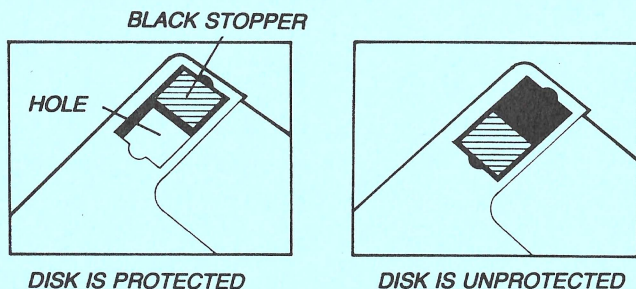
AIM 4 — WRITE PROTECTING A DISK

Your original Amiga disks may have *write-protect* tabs. These are small plastic tabs on the back of the disks.

If you find protect tabs on the original disks, slide each tab toward the edge of the disk until it clicks into place. When you do, you'll be able to see through a small hole in each disk.



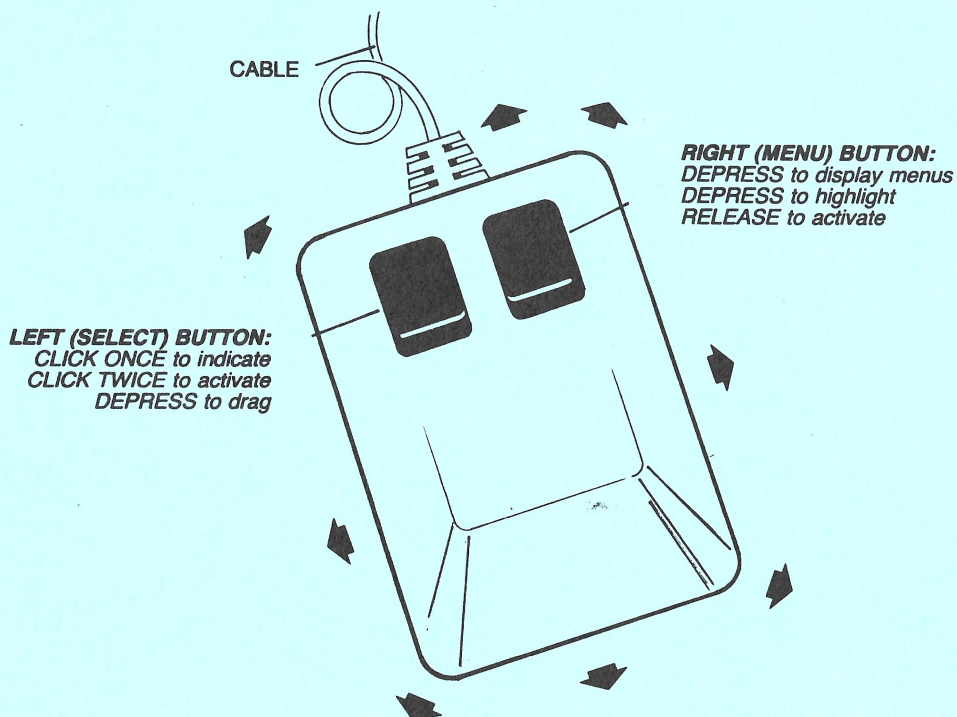
By putting the protect tabs in this position, you prevent the information on the disks from being changed while they're in the Amiga.



On your data and back-up disks, make sure that the protect tab is toward the middle of the disk so that it covers the hole. With the tab in this position you can add new information to a disk.



AIM 5 — OPERATING YOUR MOUSE



Note

1. The MOUSE moves the POINTER on the SCREEN.
2. Place on a flat surface to operate.
3. The MOUSE can be moved in ANY direction.
4. Lifting the MOUSE from the flat surface DOES NOT change the position of the POINTER.

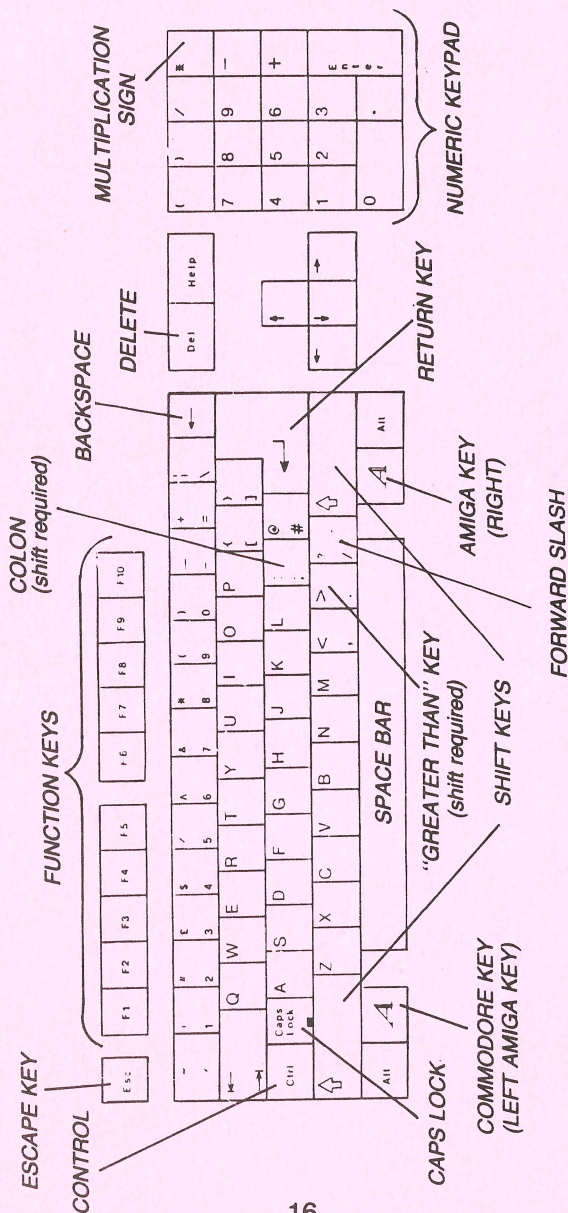
Cleaning the Mouse:

Cleaning should be carried out regularly to ensure efficient performance of this powerful device.

See the relevant section in your Amiga manual on the Cleaning and Care of the Mouse.

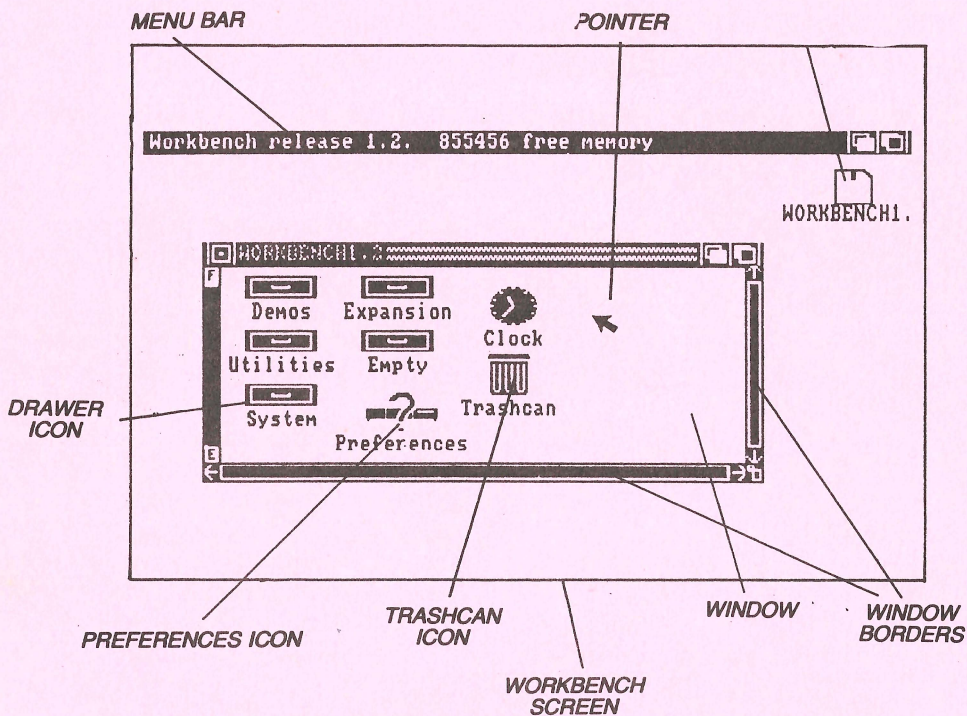


SUM 1 — THE KEYBOARD AND VITAL KEYS



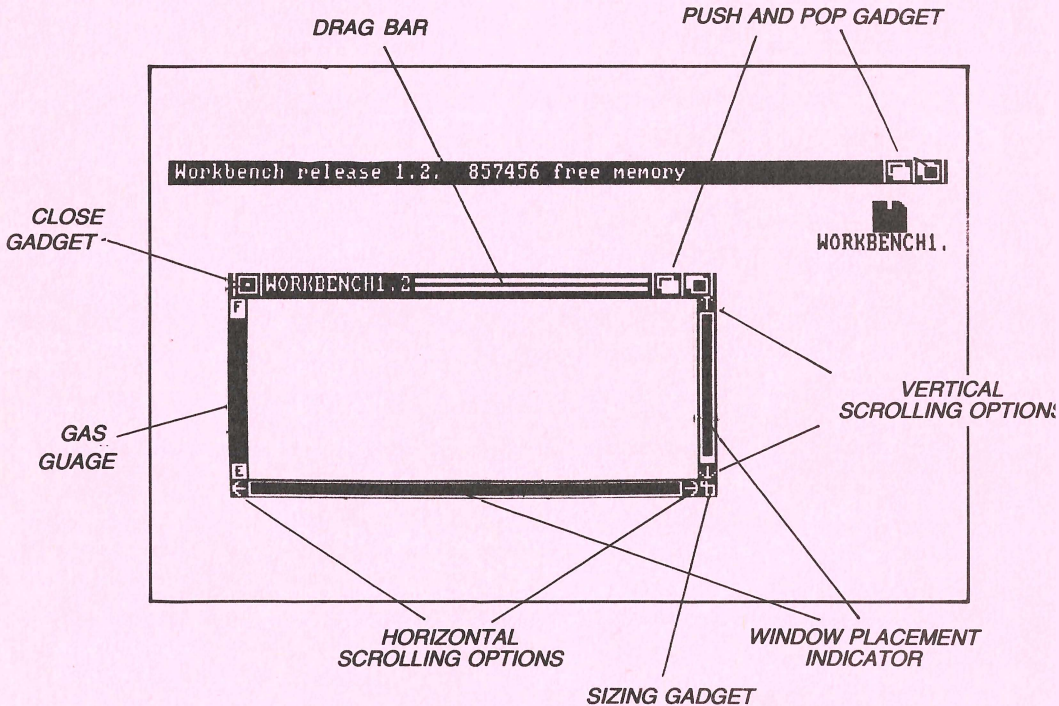
SUM 2 — THE WORKBENCH SCREEN

When you open the Workbench disk, here are the things you see on the Workbench screen:



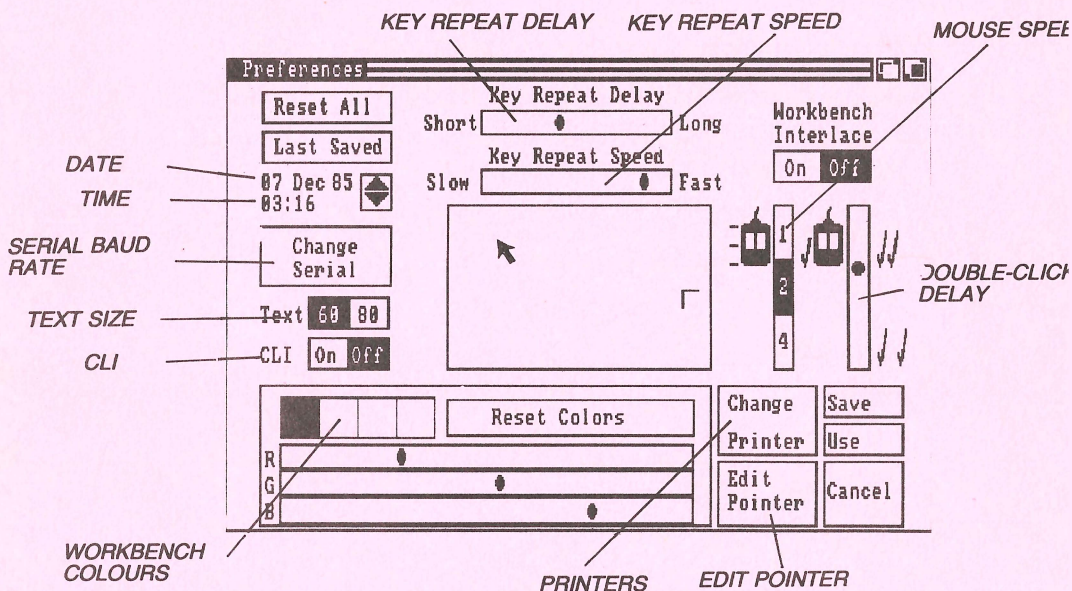


SUM 3 — THE WINDOW BORDER GADGETS



SUM 4 — THE PREFERENCES SCREEN

Preferences is a tool that lets you see and change many of the settings of your Amiga. These are the settings you can change with Preferences:



SUM 5 — THE CHANGE PRINTER SCREEN

If you've attached a printer to the Amiga, you need to tell the Amiga the type of printer you've attached. You do this by selecting Change Printer. When you do, the *Change Printer Screen* appears:

PARALLEL OR SERIAL CONNECTION

PRINTER TYPE

PAPER TYPE

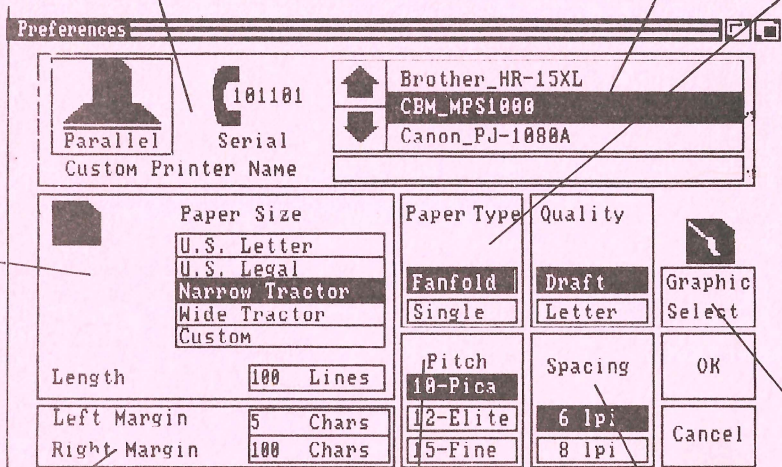
PAPER SIZE

MARGINS

PITCH

LINE SPACING

PRINTER GRAPHICS SETTINGS

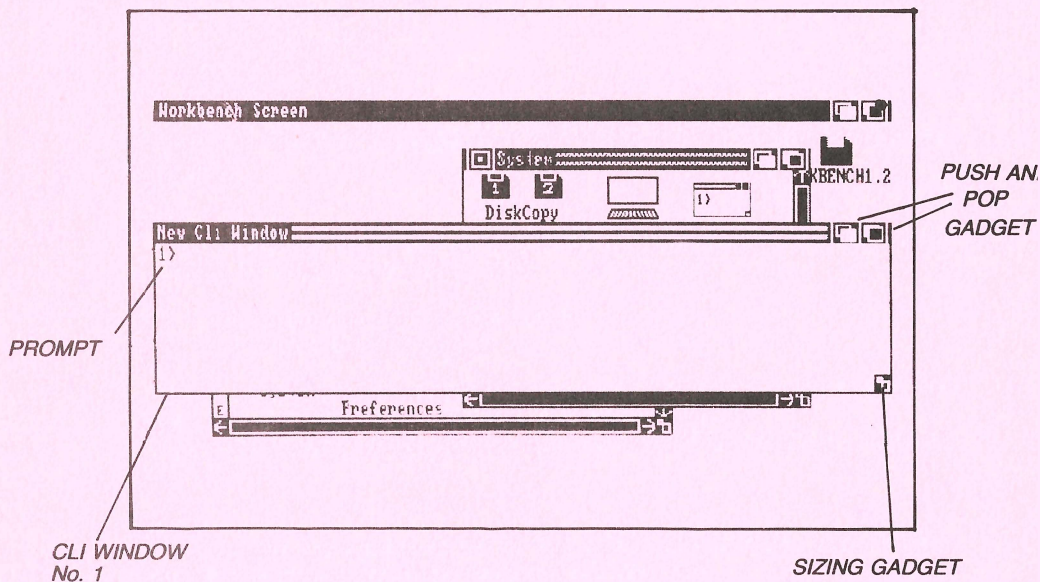


The screenshot shows the 'Preferences' window for a printer. It has a title bar with 'Preferences' and standard window controls. The window is divided into several sections:

- Connection:** A section with a printer icon and two radio buttons labeled 'Parallel' and 'Serial'. Below them is a text field for 'Custom Printer Name'.
- Port:** A section with a printer icon and a text field containing '181101'.
- Printer Type:** A section with a list box containing 'Brother_HR-15XL', 'CBM_MPS1000', and 'Canon_PJ-1088A'. It has up and down arrow buttons.
- Paper Size:** A section with a paper icon and a list box containing 'U.S. Letter', 'U.S. Legal', 'Narrow Tractor', 'Wide Tractor', and 'Custom'.
- Length:** A section with a text field containing '100' and the label 'Lines'.
- Margins:** A section with two text fields: 'Left Margin' with '5 Chars' and 'Right Margin' with '100 Chars'.
- Paper Type:** A section with a list box containing 'Fanfold' and 'Single'.
- Pitch:** A section with a list box containing '10-Pica', '12-Elite', and '15-Fine'.
- Quality:** A section with a list box containing 'Draft' and 'Letter'.
- Spacing:** A section with a text field containing '6 lpi' and the label 'Line Spacing'.
- Buttons:** 'OK' and 'Cancel' buttons.
- Graphic Select:** A section with a printer icon and a 'Graphic Select' button.

Labels with leader lines point to various elements: 'PARALLEL OR SERIAL CONNECTION' points to the connection radio buttons; 'PRINTER TYPE' points to the printer type list box; 'PAPER TYPE' points to the paper type list box; 'PAPER SIZE' points to the paper size list box; 'MARGINS' points to the left and right margin fields; 'PITCH' points to the pitch list box; 'LINE SPACING' points to the spacing text field; and 'PRINTER GRAPHICS SETTINGS' points to the 'Graphic Select' button.

SUM 6 — THE CLI WINDOW



NOTE:

1. A CLI Window appears on top of other windows when first activated.
2. A CLI Window becomes the "active" window by clicking the left select button once, with the POINTER anywhere inside the window.
3. You can re-size the CLI Window using the "sizing gadget".
4. You can PUSH the CLI Window "behind" the other windows by using the "PUSH Gadget".
5. You can POP the CLI Window "in front" of other windows by using the "POP Gadget".
6. You can have more than one CLI Window on the screen at any one time.

SUM 7 — THE SAY SPEECH SYNTHESISER

Voice Types

- m for male voice
- f for female voice
- r for robot voice
- n for natural voice

Type the letter at the start of a line in the INPUT window and press RETURN.

Pitch

To change the voice types, you must change the pitch of the voice. Pitch can range from 65 to 320.

- p65 will make the voice sound deep
- p320 will make the voice high

You can choose any number between 65 and 320 for the pitch. The higher the number, the higher the pitch of the voice.

Type the number at the start of a line in the INPUT window and press RETURN.

Speed

To change the speed at which the words are spoken, you need to indicate the speed required between 40 and 400.

- s40 makes the voice speak slowly
- s400 makes the voice speak quickly

You can choose any number between 40 and 400 for the speed. The higher the number, the faster the speed at which the voice talks.

Type the number at the start of the line in the INPUT window and press RETURN.

Note

You can have any combination of voice type, pitch and speed that you want. Merely place the choices, one under the other, and press RETURN.



SUM 8 — COMMONLY USED AmigaDOS COMMANDS

COMMAND	FUNCTION
>	directs command output.
CD	sets a current directory and/or drive.
COPY	copies one file to another or copies all files from one directly to another.
DATE	displays or sets the system date and time.
DELETE	deletes up to 10 files or directories.
DIR	shows file names in directory.
DISKCOPY	copies the contents of one entire floppy disk to another.
ENDCLI	ends an interactive CLI process.
FORMAT	formats and initialises a new floppy disk.
INFO	gives information about the filing system.
LIST	examines and displays detailed information about a file or directory.
MAKEDIR	creates a directory with a specific name.
NEWCLI	creates a new interactive CLI process window
PROMPT	changes the prompt in the current CLI.
PROTECT	sets a file's protection status.
RENAME	renames a file or directory.
SEARCH	looks for a specified text string in all the files of a directory.
TYPE	lets you look at the contents of a file containing text only.

Notes

Notes

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For many years, educators, management and industry have used the method of learning through the spoken word to quickly impart knowledge through the two most important senses, the eyes and ears, our audio visual senses.

Commodore Computer, the international computer sales and manufacturing company with subsidiaries and branches in over 51 countries around the world, has adopted this proven method of learning to help you develop the language and communication skills necessary in this era of computers and software.

These Commodore audio tapes put you in control of your computer, allowing you to:

- choose the speed at which you learn
- choose when you want to learn
- learn at home, the office, anywhere, using headphones.

Commodore's corporate philosophy is simple: providing the most technologically advanced computing power to the largest number of people, using our worldwide resources to provide the best value-for-money possible.